

# IZER E. ONADIM

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***First-year MEng Computing student at Imperial College London with two years of programming experience, an outstanding academic record and excellent communication skills.***

## Technical Skills

- Confident Python programmer, with experience using NumPy, Matplotlib, Pandas, PyQt5 and Pygame.
- Experienced with Haskell, HTML, CSS, Git and some basic JavaScript, Java, R and SQL.
- Familiar with object-oriented and functional programming, algorithms and data structures.
- Comfortable with using WordPress and FTP, currently running a personal website (onadim.net).

## Education

### **2019 - MEng Computing (Artificial Intelligence and Machine Learning), Imperial College London, UK**

Excelled in Haskell module, becoming comfortable with functional programming and writing pure functions. Modules to be completed this year include Java, C, algorithms, Logic and a group programming project in C.

### **2007 – 2019, Dulwich College, London, UK**

**A-Levels:** Computer Science (A\*), Physics (A\*), Maths (A\*), Further Maths (A). Elected to be a Senior Prefect.  
**GCSEs:** 11 A\*. Free-Standing Mathematics Qualification from OCR (achieved top grade).

## Work Experience

### **Aug 2018, British Telecom, Research Headquarters, Adastral Park, Martlesham, UK**

Joined the machine learning team, implemented and optimised Deep Learning models on many different datasets using R and the H2O library. Investigated the inner workings of different machine learning models from multilayer perceptrons to convolutional and recurrent neural networks.

### **Sep 2017 - Jun 2018, Young Enterprise Competition, London, UK**

Launched and ran a successful small company with a team of students, gaining organisational, teamwork and leadership skills. Managed the team's finances, producing profit and loss accounts and balance sheets.

### **Jul 2017, FIAT Chrysler Automobiles N.V., Bursa, Turkey**

Joined networking team responsible for production network infrastructure and gained experience in the use of firewalls and virtual machines to prevent data breaches, and redundancy to enable uninterrupted production.

## Projects

### **Python Video Game with over 1800 lines of code**

Designed and developed a game in Python, implementing features such as different game modes, pausing, saving and loading functionality, a responsive user interface and a high score system. Utilised the following libraries: Pygame, Cx-Freeze, OS, Math, Shelve, Random, Time and Datetime. Distributed as an executable.

### **Python Web Scraper**

Produced a Python script that can scrape specified data from any given website and format it into a .csv file. It includes a feature that sends an email notification when the price on a desired item drops below a given value. Gained experience with these Python packages: Requests, Pandas, BeautifulSoup and smtplib.

### **Portfolio: izeronadim.github.io**

Developed a portfolio to showcase projects that were completed outside of university. Used HTML, CSS and JavaScript to host it on a smooth and highly responsive website. Implemented portfolio using GitHub pages, gaining experience with Git version control software.

## Activities/Interests

Active member of Department of Computing Society and Imperial College Data Science Society. Regularly attend technical and industry events, such as the Netcraft JavaScript Skimming competition. Enjoy reading non-fiction books on AI and technology, playing rugby and have performed at Shakespeare's historic Globe Theatre.